

Claims

1. An asset management system for managing an essence, comprising:
- means for creating said essence and for generating metadata for explaining said essence when creating said essence;
 - means for archiving said essence and the metadata correlatively with each other;
 - and
 - means for controlling an operation performed on the archived essence based on said metadata to realize asset management for said essence.
2. An asset management system for managing an essence, comprising:
- means for generating the information for explaining said essence;
 - means for recording and/or reproducing said essence and the information correlatively with each other; and
 - means for managing and/or controlling a recording and/or reproducing operation of said essence based on said information to effect asset management for said essence.
3. An asset management system for managing an essence, comprising:
- means generating the information specifying attributes of said essence;
 - recording said essence and the information correlatively with each other on a recording medium to reproduce said essence from said recording medium; and
 - control means for controlling the recording and/or reproducing operations for said essence based on said information to effect asset management for said essence.

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4. An asset management method for managing an essence, comprising:
- creating said essence and for generating metadata for explaining said essence when creating said essence;
 - associating said essence and the metadata with each other; and
 - controlling an operation performed on the archived essence based on said metadata to realize asset management for said essence.
5. An asset management method for managing an essence, comprising:
- generating the information for explaining said essence; and
 - controlling the recording and/or reproducing operation of recording and/or reproducing said essence and the information correlatively with each other based on said information to effect asset management for said essence.
6. An asset management method for managing an essence, comprising:
- generating the information specifying attributes of said essence; and
 - recording said essence and the information correlatively with each other on a recording medium and controlling the recording and/or reproducing operations for said essence based on said information to effect asset management for said essence.
7. A production system for creating a project from an essence, comprising:
- production for creating said essence and for generating metadata for accounting for said essence; and
 - post-production of creating said project from said essence using metadata generated at the time of said production.

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8. A production system for creating a project from an essence, comprising:

production for creating said essence and for generating metadata for accounting for said essence; and

post-production of creating said project from said essence;

wherein an operation of said post-production is controlled based on metadata generated at the time of said production.

9. A production method for creating a project from an essence, comprising the steps of:

creating said essence and generating metadata used for accounting for said essence; and

creating said project from said essence using said metadata.

10. A production method for creating a project from an essence, comprising the steps of:

creating said essence and generating metadata used for accounting for said essence; and

controlling an operation of post-production based on said metadata to create said project from said essence.

11. A production system for creating a project from an essence, comprising:

pre-production for creating metadata used for accounting for said essence;

production for performing an operation for creating said essence, using said metadata; and

post-production for creating said project from said essence.

12. A production system for creating a project from an essence, comprising:

a pre-production for creating metadata used for accounting for said essence;

a production for creating said essence and for storing said essence and the metadata correlatively with each other on a recording medium; and

a post-production for creating said project from said essence;

wherein an operation in said production is performed using the metadata generated at the time of said pre-production.

13. An archiving system for archiving an essence, comprising:

production for creating said essence and for generating metadata used for accounting said essence;

archiving means for archiving said essence and the metadata correlatively with each other; and

means for controlling said archiving means so that an operation for said essence will be performed using said metadata.

14. An archiving system for archiving an essence, comprising:

production for creating said essence and for generating metadata used for accounting said essence;

archiving means for archiving said essence and the metadata correlatively with each other; and

controlling means for controlling said archiving means so that asset

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management for said essence archived by said archiving means will be performed based on said metadata.

15. A method for archiving an essence, comprising the steps of:

- creating said essence and generating metadata used for accounting said essence;
- performing an operation for said essence using said metadata; and
- archiving said essence and the metadata correlatively with each other.

16. A method for archiving an essence, comprising the steps of:

- creating said essence and generating metadata used for accounting said essence;
- and
- performing control based on said metadata so that an asset management for said essence archived will be performed to archive said essence and the metadata correlatively with each other.

17. A distribution system for allotting an essence, comprising:

- a production for creating said essence and for generating metadata pertinent to said essence;
- a post-production for performing post-production processing on said essence;
- and
- distribution means for allotting said essence using metadata generated at the time of said production.

18. A distribution system for allotting an essence, comprising:

- a production for creating said essence and for generating metadata pertinent to

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said essence;

a post-production for performing post-production processing on said essence;

and

distribution means for allotting said essence;

wherein an operation of said distribution means is controlled using the metadata used at the time of said production.

19. A distribution method for allotting an essence, comprising the steps of:

creating said essence and generating metadata pertinent to said essence;

performing post-production processing on said essence; and

allotting said essence using metadata generated at the time of said production.

20. A distribution method for allotting an essence, comprising the steps of:

creating said essence and generating metadata pertinent to said essence;

performing post-production processing on said essence; and

controlling an operation of distribution, using said data, to allot said essence.

21. An authoring system for creating a package medium from an essence, comprising:

a production for creating said essence and for generating metadata pertinent to said essence;

a post-production for performing post-production on said essence; and

authoring means for creating said package medium from an essence processed with post-production, using metadata generated at the time of said production.

22. The authoring system according to claim 1 wherein said authoring means performs

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authoring processing for an editing video programme from metadata indicating the logical structure of a video programme.

23. An authoring method for creating a package medium from an essence, comprising the steps of:

creating said essence and generating metadata pertinent to said essence;

performing post-production on said essence; and

creating said package medium from an essence processed with post-production using metadata.

24. An authoring method for creating a package medium from an essence, comprising the steps of:

generating metadata pertinent to said essence;

creating said essence;

performing post-production on said essence; and

creating said package medium from an essence processed with post-production using said metadata.

25. An asset management system for managing an essence, comprising:

a pre-production for generating metadata indicating the rights of said essence

and;

a production for creating said essence;

asset management means for performing asset management processing on said essence; and

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means for controlling said asset management means so that a circulation operation of said essence will be performed based on said metadata.

26. An asset management system for managing an essence, comprising:

means for creating said essence and for generating metadata specifying rights pertinent to said essence;

asset management means for performing asset management processing on said essence; and

means for controlling said asset management means, based on said metadata, so that a circulating operation of said essence will be performed based on said metadata.

27. An asset management method for managing an essence, comprising the steps of:

generating metadata indicating the rights of said essence;

creating said essence; and

performing control based on said metadata so that a circulating operation of said essence will be performed to effect asset management processing on said essence.

28. An asset management method for managing an essence, comprising the steps of:

creating said essence and for generating metadata specifying rights pertinent to said essence; and

performing control based on said metadata so that a circulation operation of said essence will be performed to effect asset management processing for said essence.

29. A production system for creating a programme from an essence, comprising:

a production for creating said essence and for generating UMID (unique material identifier) for discriminating said essence;

a post-production for editing said essence for generating said programme; and

means for controlling an operation in said post-production based on said UMID.

30. A production method for creating a programme from an essence, comprising the steps of:

creating said essence and for generating UMID (unique material identifier) for discriminating said essence; and

controlling an operation in said post-production based on said UMID to edit said essence to generate said programme.

31. A production system for creating an essence, comprising:

means for generating a plurality of metadata which are data pertinent to said essence and which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels;

means for receiving said essence and said plural metadata and analyzing said SMPTE labels to extract pre-set metadata from said plural metadata; and

means for controlling the processing relevant to said essence based on the extracted metadata.

32. A control method of a production system for creating an essence, comprising the steps of:

generating a plurality of metadata which are data pertinent to said essence and

which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels;

receiving said essence and said plural metadata and analyzing said SMPTE labels to extract pre-set metadata from said plural metadata; and

controlling the processing relevant to said essence based on the extracted metadata.

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